

RETROGAMES

NEW LOGO SHOCKER!

Well, maybe not a new logo, just a well needed revamp. It's all down to regular reader Ian Trogan who makes a debut this issue with an article on relay versions. When I received the article, I was very impressed with the slick layout and page design, and when I told Luc how much I liked it, he kindly offered to touch up the Retrogames logo. May I take this opportunity to thank him, and if anyone else has any ideas for revving up the presentation, then please let me know.

BEDROOM BOREDOM

Over the last month, it seems the entire industry has been looking back to days of old, and the evolution of the UK coding scene. It's all down to Borg and their sleek Yarcus development system. Every magazine has had something to say on the project, and why should we be any different. Radio Cee's computer did even dragged in Jon Hinton for a comment. Jon held the view that no-one would develop on this system, as you can write games at home for the PC already, but not many people do, so why should an alternative format make any difference.

I think this is a very valid point, but probably the biggest reason that it will not change anything is that you can not create a complete game/program which can be run separately to the Yarcus system. The thing about coding games on the Spectrum back in 1983 is that you could save them to tape, and then download them to anyone you liked who had a Spectrum. What is the point of producing software on a Yarcus development system, which can only be used by yourself, or someone else with a Yarcus development system? The ability to create a finished product is paramount. The Araya (and even GSA) demo scene still flourishes thanks to it being fast to copy, easy to write to, format, and with regional hard Araya prices now at well under £100, Yarcus will have an extremely tough time trying to replace it as the home coding preferred format.

STAR WARS FEVER

It seems just a bit coincidental that a lost Star Wars game has emerged just at the time that the new versions of the films are hitting the cinemas. The game is a Lucasfilm Alan 2000 prototype called *Dark Adventure*, and there is thought to be only one copy in existence. As we all know, Star Wars is a collecting phenomenon in itself, so when something like this turns up, you can expect an extraordinary price. Well looking over the internet began a few weeks ago, and the current top price is around £2000, making it the most expensive cartridge to ever come up for sale. I think much of the value can be related to the Star Wars brand rather than the cartridge itself, though that is not to say that the game won't be very good. Alan collectors have now got their fingers crossed that whoever buys it will release the non-strings to that duplicated can be made, or that it finds its way into a multi-cart.

For those of you who find this game out of their price range, there are several other options. On the VCR you can find Star Wars, Empire Strikes Back and Jedi Arena quite easily. Domark released the official coin-op conversion on Spectrum, Amiga, GSA, Araya and ST in 1988, though the best version of it is on the Amiga ST, which plays a near perfect game including the extended speech. On the Spectrum, even better than the official version is Roddman's 3D StarStrike which while being a complete copy of the game, also have filled polygons. Mastertronic released the Dinco game (featuring R2D2 & C3PO) on the major 8-bit formats, and Hit Squad also re-released the Domark originals. The message is, if its Star Wars related, look after it!

SERVE YOU BETTER

Finally, you can expect a quicker, more efficient ordering service from now on! The Retrogames staff has doubled! You guessed it, there are now two of us! If you have had delays with orders over the past few months I must apologise. The simple reason is that we have just got to successful for our own good, indeed, it was touch and go for a while whether we would continue selling games and machines at all. Anyway, it's all sorted now, and you can now have the efficient service you all deserve.

RETROFACTS

TURKISH DELIGHT

The obscure ALDAP range of home computers actually found success in Turkey, where it had computer magazines as printed in their country as they do to magazines over here.

COLOUR MONOLSCO

Did it? Well, yes, actually, creator of Vectrex, Vectrex Vectrex, and All good things, Jon Danforth has almost finished his new project. Jailed the Vectrex to write new games for the Colorvision, another first fruits of his vision are about to come to light. Let's just hope they reach the standard of the Vectrex games, or if they don't, that he returns to the Vectrex soon.

ENDING YOUR GAMING

While American collectors shun British games computers and games, then do notice after our borders. The Commodore 6400, Amiga 600 and Amstrad are highly desirable outside the UK. Surprisingly this is also other machines which has particular value. The Chinetti Commodore was a better score of the Chinetti Chinetti but though pretty successful over here, would even released in the US, and even of them. Surprisingly are releasing. The Commodore is a second movement, and a pretty good machine, and will receive a soon.

STAFF CHANGES

Those of you without a follow, say one more Sage-Age in Britain. Did they, Space Hunter & Adventure, all words perfect. Sage-Age got winning results throughout the US. Though they have a short-term Saturn compilation with the same title, including other Sage-Age classic like the US. Look out for another UK release under the name Sage-Age 2. On the subject of Adventure, did you know the US Adventure version, released by Activision was a single ST form, with Adventure's US release was left on a single cartridge.

EDITORIAL

So, Nintendo has finally launched the NES in the UK, complete with black borders: and as anyone who has an import machine will know, a very noticeable slower speed.

Some would say that since Nintendo's huge US launch, Sanyo are running scared. Certainly, chipping all seventy odd of the UK retail price was unexpected. Like most gamers, I bought my UK PlayStation on spec as a game set, paying the full £200 for it. Now it doesn't really bother me that the machine has come down in price so much, as I have had a good two years of play from it. However, I would be more than just a little upset with Sanyo if I had bought a PlayStation at Christmas. The lack in the (with effect) this move has had could be just enough to turn people away from Sanyo in the future. The price build up, the TV adverts, the in-shop promotions, all directed at selling Playstations at Christmas, even the slightest mention of a price cut would have put all those sales in jeopardy. Three months later, and they say "Hey, we just sold a million units at £170 down from the needed to, just to take advantage of you at Christmas, oh and we are feeling the price of games too, just to rub it in!"

It's common knowledge that Sega can't afford that kind of price cut, and was only forced into it's current \$199 position thanks to Sony's previous cut those prices in half. Some say competition can only help the industry, but the thought of squeezing a major player out of the market is not something most gamers will wish. Cut down on choice and the market may well become dominated again in true Nintendo style.

What I am wondering is what will happen to the 16-bit market now. Is it a case of three major players price cut creating two market (Retro machines? Look in your Argos book and you will see SNES and Megadrives at £99, a decent

take worth to work out that with a £200 difference, no one is going to choose either over a PlayStation. Perhaps the machines will be in the previous hardware position, entry level machines priced at around £29.

The problem is the software. Go to your local games shop, and if you can find any, SNES games are selling at £40 (£50). Maybe this is a marketing strategy to make NES cartridges seem more reasonable (Megadrive cartridges still command prices of £30+), and even if you do manage to find some in a store, there is unlikely to be much of a choice in our local HMV. They have three (count em!) SNES titles, Kirby Dream Land at £40, Dig Dug 3 at £40 and Super Mario World (the best ever SNES game) at £30. It seems that most alternative machines are suffering the same fate in high street stores. The best Gameloft selection I could find in the entire shopping centre was six titles, and that included a "Best Resident Guide", covering a small area in central America. The only thing that this under-support can do is make the NES look like it has a good software selection.

I suppose what I am trying to say is that these machines are now as good as Retro. Life isn't it, if you collect Gameloft or Megadrive, then you probably pick up your games in second hand shops, exchange shops or car boot sales, exactly the same places you find classic machines and games. Nintendo and Sega have both given up on their older machines, so its about time the high street did too. The possible exception being the Gameloft, which keeps hanging on in there despite everything, though it is strange that the few titles left available for it include some classics like the title continent and Golgo. Maybe as time Nintendo released its handheld SNES returned to many years ago, at least we would have three more games to choose from.

COLLECTORS DIRECTORY

Just when you thought that good old Retrogaming had declined its format to the collectors, we get introduced a new feature! Instead of a cut out, I get many letters asking for lists of sources I don't print those sorts of letters in the letters page as they are often longer than the magazine I received when introducing a new feature! Obviously, filling numerous pages with lists of games would result in a very dull magazine, so unless our American east, Europe, France, I will dedicate just half a page to lists to collecting the definition directory of every software title available for a particular format, and to start we take a look at the Nintendo. The details are taken from a catalogue supplied with the UK machine, and incorporate the range as at 1991, though I do know of several other cartridges. If anyone out there has the game, just include or (if necessary) find update the list in a future issue. If we really are like this with each machine, we will complete the directory by the year 2010!

CASE	TITLE	PUBLISHED DESCRIPTION
1	Olympics	50 Games including Ping Pong, Tennis, Volleyball, Basketball, Hockey, Baseball, Ice Hockey, (complete with Canada) 10 Action-drawing games from Gears through Rally and Grease Racing.
2	Grand Prix	For 1 or 2 players - Super graphics - Las Vegas Palace.
3	Rock Jack	26 Action games with planes, tanks, and numerous battle strategies.
4	Art of War	20 Games of naval warfare using depth, charge, tactics and maneuvers.
5	Shooting Gallery	14 games to test shooting and big game hunting prowess.
6	Challenge	14 games, super party games return designed to get hot thoughts or crooked to score - Compelling action.
10	Codebreaker	24 Games, video tests of logic, superb mental challenges.
11	Superstars	24 games - 16 different stories through which player(s) have to pass and find as well as the standard level. Sub games include Call it twice.
12	Home Racing	10 games, interactive animation, 10 different disciplines split game national standard.
13	Cross	14 Sol testing cross class.
14	Scorer	10 action sports & club game.
17	Master Games	6 challenges, write your own fun and follow the leader.
18	Treasure Hunt	15 Versions on two themes, flag flag capture and conservation.
24	Chess	The gripping strategy game.
25	Hold	4 Versions of the paper arcade game.
27	War	10 Versions of the job and arcade game.

Acetronic Game Owners Club

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RETROFACTS

FORMAT TO WRITE FOR

It says something about the state of today's market when a major Japanese games producer chose to write for a UK format. Hudson are probably more famous for the Bomber Man series (better than their excellent range of PC Engine games), but the veteran Japanese games company started out writing for the good old Spectrum. In ported titles like Double Dungeons and Stop the Express were released through Sinclair's own software label, with Stop the Express achieving considerable sales. The super-tough arcade game has you using light sabers to carnage dodging incoming obstacles and defusing tricky enemies. A highly addictive and innovative product which can now be seen as an early indication of the great games Hudson went on to create.



The Sinclair Enterprise Computer

REMARKABLE RESILIENCE
This little beauty is one of many precursors to the highly desirable C400. While it may look like an ordinary calculator, it is in fact a highly intelligent mini computer, capable of giving information on a variety of subjects from Physics, Engineering and Electronics to Statistics and Finance. The machine comes in a package along with three very thick manuals, a power supply, and even your very own Sinclair felt tipped pen. Released at the bargain price of £25, the machine is now one of the most desirable Sinclair collectables available.

CDTV BEATER

Consumers were cruel, mean, did not take the threat of the CDTV lighted down. The CDTV was announced on the same day Commodore unveiled their all-fused machine. The CDTV was to have the price of the CDTV, while retaining 80 compatibility. When the CDTV crashed, the CDTV was quickly dropped, but it is believed that few finished CD games will exist for this super rare prototype machine.

JAPANESE SUPER-AMIGA

You guessed it, yet another Amiga story, this time courtesy of Tetsuya Hahori. Back in August 1989, Japanese electronics manufacturer, Sanyo, began work on a prototype of the world's first Amiga, with a CD Rom drive. The machine was based on Amiga 2000, with the obvious addition of the drive. It is thought that the machine was developed to help push the Amiga into the Japanese market. At the time, NEC's PC Engine was relying on CDs for its greatest software titles, and it made sense for the Amiga to go the same way. However, rather than change the operating system, and develop a native software, a CDTV Sanyo simply added a CD drive to the existing system, creating an instant new format, one that Japanese games companies like Konami and Capcom would be used to. Unfortunately, the machine never got past the prototype stage, but for CEM, residents in Japan was a good dream while it lasted.



Hologram case!
A peek inside
Sage's Time
Traveler (above)

THE FUTURE IS DEAD

Hands up who remembers Sage's holographic arcade machine, Time Traveler. Oh, you can put your hands down now because I am going to tell you about it anyway. The most interesting fact about the machine was that it did not use holograms at all! Instead, images are beamed onto a Parabolic mirror, which when viewed like a cop out, actually gives a fantastic 3D effect of solid objects walking around in the air.

The game, Time Traveler, was not as revolutionary, being a typical "Sage's Lair" style machine adventure, not a type of game Sage would usually develop, and the eventual downfall of the entire system.

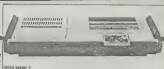
As all gamers know, it takes more than a gimmick to make a good game. And Time Traveler's shoddy game framework became apparent after only a couple of plays. Thanks to the lack of gameplay and the cabinet's high price, the machine was a major flop, putting pay to any future developments for the format. There is no doubt that if Sage had used the technique to produce more a simple reflexive experience, maybe a holographic updated version of Space Invaders, or even a black related puzzle game like Klax, then it would have rocked the arcade world.

I recently found a machine in an aging arcade, and after playing the game for old times sake, stood back to watch it was amazing how rarely people came over to the machine and put their hand into the screen, trying to grab the game characters. That kind of attraction to a machine is something Sage should never have decided to ignore.



SEGA AGES!

One thing that gets harder with each issue, in finding decent retrospectives on such machines, Sega's early consoles were hardly covered in last issue's Super Fun, but the garbage left most of us scratching our heads for more. Enter regular Japanese reader (and top man at Namco), Tsuyoshi Matsuda. Thanks to his brilliant research, I can now help put together some of the pieces, and shed more light on Sega's early series of consoles, but highly unsuccessful ones.



SEGA MARK I



SG-1000

In 1984 the SG-1000 spawned a bigger and better sequel. The SG-3000 had a faster processor, more colours, better sound, and a more stylish look. According to two sources, the SG-3000 remained backwards compatible with the SG-1000, meaning that the few loyal fans Sega had made could still play their older games on the machine. The cartridges are similar to VCS carts, and though I to hold games of 4x-8x in size. Software was still not Sega's priority. With slightly more of VCS style arcade classics, Sega failed to cash in on their biggest asset, and Sega classics like Zaxxon and Carnival failed to make it onto the 3000, despite Sega converting them to the machine's mode. On the brighter side, the machine had a very impressive range of peripherals. Considering Sega helped design, and released the only game for Coleco's Steering Wheel machine, it's perhaps unsurprising that the 3000 version looks almost identical. The same can be said of the similarities between Coleco's Supermatch and Sega's own "Graphics Board". There were more innovative peripherals however, namely the DM-400 Yolk, and SJ-300 arcade style joystick which more than resembles Sega's later Megadrive efforts. Even at this point it is clear that Sega had very little faith in the success of their new console. Their range of peripherals were made to be MSX compatible, which while highlighting the success of the MSX range in Japan at the time, also represents a desperate attempt to guarantee sales of Sega hardware. While the SG-3000 compared well with the Colecovision, it's lack of power and software support was to become evident when Nintendo's fledgling Famicom started to gain momentum. It would take more than a steering wheel and a handful of average games to hold Nintendo's eventual market dominance.

SG-3000 PERIPHERALS

ジョイスティックシリーズ



It all started with the SG-3000, Sega's first stab at the console market in 1980. Also were at the height of their reign over the console market, and with the VCS and its competition threatening to take over the market. Sega acted quickly to get its machine into the shops. The result was an underpowered, under supported console, which did little to impress the Japanese games player. With its control cartridge slot, and simple button lay out, it is not difficult to see which console Sega were trying to emulate. Details of the games released are sketchy, but it seems Sega did not cash in on their own hot licences (Zaxxon, Carnival) but still continued converting them to their machines. While the SG-1000 did little to impress Japanese gamers, Sega were determined not to let the machine die.

SG-3000



Only months after the 3000's release, Sega released the Mark III. The mark three may look very similar to the 3000, but marked a whole new direction in Sega's marketing strategy.

In design terms the Mark III was hardly a huge step forward. Joystick ports were moved from the side to the front, additional venting and a raised

ledge above the expansion port complete the aesthetic alterations. The notable addition is a simple slot. Sega produced the first ever console capable of holding its software on water thin cards. At this time in history, the thought of having your games on the slithers of plastic was remarkable in itself. Cards could hold an impressive 32k of memory, and Sega even released games with shared memory, 32k for the game, and 2k of reusable RAM for keeping scores or game

SEGA AGES!

EXCLUSIVE ORIGINAL FULL PAGE MAG ADVERTISEMENT



television pack is a mini video disk that sits on top of your television, bearing an infrared signal into a unit which plugs into the console, allowing you to use the machine without connecting it to the TV. The downpoint is that it looks absolutely awful.

With the M&G Sega started to event more affect into its games, while being coded as an all round family computer, Sega did not want people to forget that underneath it was a games machine.



platform. The mark three also contained the backwards compatible ability, meaning that all 3000 cartridges were not redundant despite the machines very short life. Though technically the 3000 and Mark 3 was the same. Sega had been carefully judging the rest of the competition, and in line with the booming Japanese MSX market, and similar efforts in the US, the M&G was the first Japanese console computer hybrid. The SX-1100 was Sega's ultimate peripheral. A computer keyboard, expanding the machine in a similar way to the Intellivision Keyboard, Coleco Adam system, and prototype VCS keyboard. The range of add-ons didn't stop at a keyboard, there was a printer and tape recorder. The thought of loading a game into a Sega console by tape is almost laughable now, but in 1984 it was a reality. To maintain the M&G's image as a portable computer, Sega released Home Basic, a simple language to teach programming. A full version of Basic for the more advanced user, and Study, a mathematics homework helper, destined to be just about the only Sega educational title to ever be released. Programs could be stored on tape, or even on blank "Epsoncard" ram cards. At this point, things got sketchy again. We knew that Sega released it's peripherals to work with the MSX, but it is also possible that the M&G was also an MSX compatible. Whilst it's your word I hear you say! Well, one of the first games available for the M&G was Konami's Duck & Field, and judging by the screenshot, it looks pretty accurate and almost identical to Konami's MSX version. Konami were also well known for sticking with the MSX format, and not supporting other machines. Either way converted the game as a one off tester, on the machine, if not compatible, we respectfully wonder allowing for very easy conversion.

There is another rather strange peripheral for the M&G, the



With classic versions of games like Hang On, Chaplin, Jaxxon, Bomb Jack, and Bomb Pass, Sega finally started showing some of its arcade heritage into it's new machine. The prices on overseas Segas and machines, the MasterSystem, is obvious. What you may not know, is that while the MS returns to a cartridge format, the card slot (aka M&G) means that M&G games are actually compatible with it. The console however is not true, and MasterSystem cards are incompatible with the Mark 3.

Right, so you've read the article, and you want one of each to complete your collection! Well I am afraid that all three remain in the super rare domain. Prices were released outside Japan, and the 50-1000 sold in particularly low numbers. Japanese gamers trade them from anything between £500-1000 and you can forget finding the peripherals. Of course, if anyone knows different

KING OF HANDHELDS

The cartridge based handheld is something that gamers of today take for granted. The majority of us have either a Gameboy or a Lynx tucked away for long journeys or those dull Christmas family gettogethers. Well despite the format's rise in popularity in the last eighteen, the cartridge handheld dates back to the very roots of the gaming revolution.

The year is 1979, and Japanese toy giant Tomy, inspired by the huge success of cartridge based home console systems, decide to experiment with a cartridge based handheld. The result was a shoddy LED sports game with an interchangeable screen, letting you play either Tennis or Football. Though this machine was not exactly going to set the world on fire, it was enough to get many major players starting work on the ultimate cartridge based handheld in Europe, Grandstand modified Tomy's machine,



BASKETBALL



Here's the ball from



the point



Just inside and it's in the basket

HOCKEY



Shooting the puck



Just inside the goal



Why is the puck in the air that fast?

SOCCER



Good game with the best overhead



Before it all is over



Shooting to score

Mattel made their own version, and even Tandy released one, which really closed the sport screens in its casing. The best of the LED bunch however was to come from Coleco. Enter the Total Control 4. Coleco obviously realised the benefits of an exclusive cartridge market, and were the first manufacturer to release their games separately from the machine itself. As you can see from the picture above, the TC4 is a smart looking unit. Realising that computer AI of the time left little to challenge, the machine was aimed as a two player sports simulator. The problem with LEDs is that any detailed graphics have to be cranked into the screen itself, so the TC4 uses simple red dots to make up its image.

The additional cartridges were all released in a pack together, and though they look to be simple screen overlays, there is a connecting strip on the under side which interfaces the new game code. To be honest, the games offer very little variety.

The joystick offers pretty uninspiring play, and action is far from hectic. Each game offers simple variations on the ball and tackle theme, with tackling serving only to bounce the ball in the opposite direction. It doesn't take much to realise that you need more than different artwork overlaying the screen to produce a different game. That is not to say that the TC4 wasn't an important development. Machines recognising it had not altered the specification of each game at all, simply overlaying new play area features.

The problem was technology. LED simply could not handle the intricate detail required to produce different games. The result noted that the only way a company could market the game's as a system was capable of was to call them sports. By the end of 1979, technology had moved on a level, and one of the game's industry's true innovators prepared to shock the handheld market



KING OF HANDFIELDS



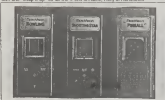
Top: Original UK Microvision

The UK Microvision's main improvement is the removal of the touch sensitive game buttons, replaced with proper plastic levers. While these are far more responsive, they were prone to being snapped out of the cartridge when not in use on the machine. Other improvements include shiny metal name badges on the games, instead of rather tacky plastic transfers, and a tiled plastic knob, with better grip. The machine was also supplied with a rather tacky leatherette pouch, which when used tends to make the machine look quite shoddy. The machines screen is made up of a 16x32 grid of pixels, which while unimpressive with the screen clarity of a Gameboy, is still perfectly adequate for simple arcade games, and simple arcade games was exactly what the machine was built for. In total MB released ten cartridges for its machine, though many of these did not make it over to the UK. In 1979 they released Bowling Microvision, Pebble, Comet 4, Vegas Slots, and the machines only licensed cartridge, Star Trek Phaser Strike. 1980 saw the release of Baseball and Sea Duel, with the machines final releases, Cosmic Hunter and Alien Raiders coming out in 1981. Titles which were definitely



released in the UK were, Comet 4, Pebble and Bowling. Star Trek was released here, but remained Shooting Star (some thing MB would repeat on the Machine, with the Star Trek/Star Ship name change). I know that other games were released into the UK but suspect that they also suffered name changes. In particular

I remember a completely silver cartridge named Space Docket, though it is no doubt the US Cosmic Hunter or Alien Raiders. Of the games I have played, few of the cartridges match the gameplay of the original Blackbuster, though Pebble (which uses the same but at the bottom of the screen) is excellent. Sadly the MB became under-supported when MB began working on the Machine, eventually being pulled from the market years before it should have been dropped. If you ever get the chance to own one, snap it up, as for me it still remains, King of Handfields.



The MB Machine represented as much of a leap forward as the Atari Lynx eight years later. MB had created the first ever LCD powered screen cartridge handheld, and were set to take over the market.

Microvision cartridges make up the entire front of the machine, complete with overlaid picture screen and game controls. Another revolutionary development was the machines unique analogue paddle controller, allowing for accurate control over game spaces, and once mastered gave a tremendous feeling of ability. The supplied Blackbuster game is a simple, but addictive, breakout clone, but with practice you can place the ball with pinpoint accuracy. For me, handheld games should always be difficult. Most LCD games require simple mowing of set enemy outlines, or precise button press timing to complete, or reach the maximum score. Thanks to the remarkable speed of the microvision, along with its vital analogue ingredient, Blackbuster remains one of the most nerve-pumping, unobscured, and ultimately highly rewarding handhelds ever available.

There was around a year between the release of the machine in the US, and its release in Europe. MB had plenty of time to refine the machine, and unlike many other companies, they actually did.



UK cartridges are beige and very dull, unlike the US carts which have this very bright colour. For some the UK got the better deal.



ENTERPRISE ALLOWANCE



Over time it is a crucial (and a little inconvenient) piece of "equipment" and it's hard to take and put back and forth, here is the development story of the Datapoint 2400 computer.

Following the world-wide home computer boom, started in the UK by (British) ground-breaking ZX Spectrum, a giant Hong Kong based trading company called Locusts decided to jump into the hardware game. Their plan was simple, they knew that in the home computer industry, as late as the late 70s more expensive than the British, and so they decided to use the fact of being "new" rather than developing it themselves. Anonymous through the United Commercial Bank, they approached Intelcorp Software and continued their work on developing a totally new home computer.

Within a month, US had project D.P.C. underway. The D.P.C. referred to being "Proofing Cost as a 'Test the water' which was used to also track the business on the event of any company having a post.

Whilst it was discussing the merits, Geoff Hollington and Matt Oakley were appointed to create the Datapoint appearance to the machine and by February 1982 had produced a still slightly different shape. Unfortunately, all of the design ideas forward thinking were compromised later on, US decided on a complete graphical design consultant who attempted their best to give a look in favour of a primary color coded scheme, but due to the fact that the right decision by the time of the generalization towards more professional looking computers, but also that this an unfortunate set of circumstances when it reached the stage was an.

Although the interior was suffering from too many cooks, the exterior was looking very lively. Had "Test the water" design a revolutionary "soft" Unconditional Logic Array (ULGA) chip. The square, custom built 12-pin chip was to allow the most flexible colour display of any 14-bit home computer style made. In contrast with the development of the "MOS" video chip, Dave Macintosh was creating a similar square ULGA chip, "Gross", giving full stereo sound and the ability to address up to four multiplexed of four and four.

For reasons of cost it was decided to use a custom made piece of an individual spring keyboard, edge connector ports for opposed to sockets and the Chip 2400 and processor rather than the Intel 8088. Cost was also a reason for the inclusion of an integrated chip from the Intel board, which would have allowed the computer, small in size and a more professional appearance.

The marketing wing of the organization was not afraid the London office of Comstock, and Apple-Palmer trading company, which was also involved in the venture in this stage. The first task was to decide upon a name for the company who were to produce this world leading machine and so should with all things to be the first origin, the name "Datapoint" was agreed. However, Matt started looking in a series of companies with that name, but it was back to the drawing board. For a while it was known as "Oster" but no one really liked that, and so "Dart" was the name the pre-launch publicity machine centered around. This proved to be the biggest mistake of all, for it not only damaged the name but also took them to court. Whilst all this was going on during 1984, the newly formed company decided to hedge its bets by naming the computer built for

Black with a name of 1985, a battle raged, no doubt it raged in schools across the UK. A battle more fierce than any other sector, it made the first model was used for a mid upgrade between two applications, greater.

Which is that? Commodore 64 Or Spectrum?

This was certainly happening at my school and as well as it seems, thousands were larger or smaller depending on what side of the fence you were situated. This situation continued for some months, but slowly the battle focus changed to what machine you were going to upgrade to. It was like the cat, my Dad's bigger than yours. It never changed.

We were all happy going to spend about £400 of our parents' money on these mythical machines. I was having a Celer 64, a couple of the friends were having BBC micros, and one friend said he was going to have an Atari 1000.

He ended off the speech, BBC, 1000, Ball in York. I was impressed. He showed me the first pre-launch picture of the machine. Unfortunately, that sealed it for me. I wouldn't even buy a computer that looked like a ball of melted plastic.

Enterprise. One Software was the legal struggle, whether a decision should not to look at the details of the product publicly by using the company "Test" (which existed and existed like that) they decided to finally start doing things in the city and calling themselves, Enterprise Computers.

Enterprise, the software building arm of Enterprise Computers, was set up soon afterwards to ensure (in theory) a fast flow of programs from independent software houses and to promote the development of high quality programs designed to fully exploit the immense potential of the machine.

During the company's introduction had been decided upon, a decision was made to press launch the machine in September 1985, in an attempt to ensure publicity and to make sure customers from buying other machines. The computer was designed to be the best of the C-64-like language, which had been under development for two years, but to be the best and that the production of specialist chips and manufacturers to Crystalware Holdings had not yet been finalized.

The Enterprise was to go on sale during April 1986. The press and public were so far used with the specification and the price for money that the first "Test" computers announced by early 1986 pre-production orders for over 50,000 machines, with 200,000, had been made. Enterprise planned to have a whole series of programs ready for sale at the time and, and by year-end would be sold in bulk, which by July 1986 became a myth, and by December 1984 a year in. I was late.

The launch publicity was a desperate business, the fact that the fact that the launch before (something similar) is a date, the machine was slightly out of control of Enterprise Computers. For too extreme target date and was now being taking the machine "I had you for" (which had been done) to the company's image, much of the pre-launch effort had evaporated using publicity as a production plan, by the time the Enterprise finally arrived in any numbers, it was too late. Late, January 1986.

The result that the Enterprise launched into was far from hostile that it would have been done in April 1984, the public was not so

convinced, critical, critical and price conscious. The public years of home computer sales were over. The only competitors were better also, and although the Enterprise did show head and shoulders above the rest, it would have proved that.

How was the time for the marketing arm to show its true colours - unfortunately those colours were green and yellow. About because they had to and the market was to come out. Of the software's original intended to launch date (1.5 million), they produced a picture that of that figure (1.5 million) of an eye-catching machine (100,000 of sale display they had only the market 1.5 million introductory cassette, and so few because they did not have a of a massive £2.5m advertising campaign through the Howard Stern which was planned to start with an advertisement costing £50,000 in late February.

Probably, it was decided during the time for the launch the first model and being launched in the 1.5 million market. This machine would be more fully competitive in the market place than the first, and the advertising was to be delayed to coincide with its introduction.

From 1984 the time when the original launch announcement

ENTERPRISE ALLOWANCE

of the new machine's announcement by an unnecessary 20% price increase (while the competition was lowering theirs) that only helped drive its sale into more niche mode, who by now were going off the back of the company rather fast.

The day after the price hike came from its retail where it was admitted that prices had to rise. This coincided with the budget changes in the high volume market where as of February the volume production at 40% of the 100,000. The result of these two factors was that the trade saw prices drop in the shops whilst manufacturing had just let us they knew, come to a halt. Everyone presumed Enterprise Computers were going broke, all because they changed an arbitrary price to start with and didn't inform the press or the change implementation early enough.

Another nail in the Enterprise coffin was the fact that the general public could not tell the Enterprise 64 from the Amstrad CPC64, which arrived (yes late) from the north earlier. The reason for this later on back to the colour scheme chosen by enterprise - it felt a coincidence that both machines looked similar, it was not, was the case for Amstrad who realised (most of the Enterprise's post-launch publicity). However, it was by design that the CPC64 was coloured to look like the Enterprise, shown to the press in a similar order. This was logic must be given due credit for a marketing mistake which had only did Amstrad gain but the Enterprise when it arrived seemed that the public buying more than a special edition of the Amstrad.

By the time the 128k model was ready for introduction, Enterprise were confined to their colour scheme, but too many 64k machines had been produced by February to make an exception of the original design, and Enterprise were typically modifying 64k machines for sale as 128k's currently charging only the same price and the price had been given to grey.

The media advertising, when it arrived was a shadow of that first envisaged, during May only £250 00 was spent on print ads, providing the expensive system that didn't cost, and the 1" TV commercials providing the same sound when there was no software available to adequately demonstrate. This had already of errors put the backlight on the Enterprise.

By that time the money was running out, the disastrous launch legal action and production delays had all taken their toll. Despite the fact that Enterprise were operating at this stage in 14 different countries, including the US, France, Germany, Scandinavia, South Africa, and Australia, it was England that accounted for the bulk of all home computer sales outside the US, and there was no software there to attract people to buy the computer.

Despite early promises of software never matched the reality - "Party games by 1988", "A hundred programs by January 1989". Unable to persuade software houses to produce dedicated Enterprise programs without the promise of huge commissions, Enterprise concentrated upon the 64000 and which would allow CP/M compatibility and that, and were available.

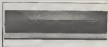
By the time 64000 arrived (February 1989) Enterprise was in distribution difficulties and had to generate sales through mail order and retail sales that had been allowed to get out of the shelves. Enterprise approached Dorco with a new machine, the 64000, designed to compete directly with the Amstrad 6264 in the consumer Christmas sales period. If for reasons had known to follow, the idea dissolved and the decision to launch Enterprise Computer Ltd was taken by the United Commercial Bank on June the 15th, 1988, leaving a debt of approximately £1m and were put in the hands of Great Britain receivers.

ARTICLE BY KEITH ADAMS - BLACKPOOL



ENTERPRISE SPECIFICATIONS

- 280 Processor running at 4MHz
- 64k or 128k RAM Expandable to 3000k
- 256 Colours
- 3 Sound Channels, inc. White Noise Generator
- 84x28 Character display - 872x256
- Typewriter Keyboard
- Parallel Port
- RS 422 Port
- Joystick Port
- Monitor Port
- Input Cassette Remote Control
- Output Cassette Remote Control
- Stereo Sound
- Power Supply Connector
- PAL/TV Modulator



This shot shows just how well matched with experience were the Enterprise 64 was. System Board - 3 powered ports. Printer Network also. Tape deck ports a double output. FI and Power. On the left hand side, is a cartridge slot. labelled "ROM Bay" and on the right is an edge connector.

Final note from Keith,

I actually own one of these machines and am intrigued by it. I picked it up in a second hand shop for £150 minus the power supply unit. I would dearly love to get the thing working but have no spare details for the PSU and would be grateful to know if you or you know of anyone who can help, please pass the details on to Retaguan, who will pass them on to me.

It only remains for me to thank Keith for his excellent detail article, and if anyone has anything to add, then please write to the usual address.

Next issue, Keith delves into the history of the Oric, a machine I recently described as a useless lump of plastic, which I have received several complaints about, as I will rephrase that, "almost useless lump of plastic".

the Variation factor

By Lois Royano



After reading through a recent issue of the *Commodore Review* I suddenly felt inspired to write an article. But what could I write about? I've been playing and collecting games since the late seventies, yet have no programming or circuit-making knowledge. Writing about these subjects are out of the question. It was while I was looking through my collection of Spectrum and Commodore games one Saturday afternoon that inspiration hit me. One of the things I love about videogaming is the pleasure I get from finding a game that I already own - yet it has a subtle difference in the cover design, completely different packaging or even a change in the game itself. I have no memories just flashes, in these flashes but would like to tell you about a few of these variations I have in my collection. For the article begins...



It started off with two old classic Atari. Atari for the Spectrum. To date I have two different cover designs. One by Big Byte and Software Projects and one as a Microtronix Budget version. Granted the latter has two different company logos, but why did Big Byte have two different cover designs for the same game? During and Data Flight by Microtronix for the C64 also fall into this category. Both being released in different packages on as far as I know two occasions. The key versions of During I have are both in large cardboard boxes. The difference being different cover designs. In other words are the same. Whereas Data Flight comes in a large cardboard box in one version released by Microtronix and a plastic case once with a US Copyrighted badge on the front is another. The card box is the more elaborate of the two having very similar design and packaging to During. Other releases

which are in a very similar vein to the ones described are *Booby* by Perfect 6504 (Spectrum) by Microtronix (C64) and *Fast Quail Managers* by Addictive (Spectrum). Most are featured on this page.



Now onto some more slightly more unusual variations in packaging. I have two variations of *Everglades* a title by Micro-Cen. The more traditional of the two comes in a standard cassette box with hypersonic protection set in on the cassette box cover while the other version comes in quite a large cardboard and plastic slipcase. The cover designs are identical yet there is no mention of hypersonic on the cardboard version. Assembled by Image for the Spectrum was another big hit in the eighties and I have a rather unusual release of it which comes in a standard cassette box. But it is also includes Gold including the tape itself and a hand-drawn storybook as an introduction.



The variation factor continued

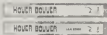
Here you can appreciate the beauty of the Spectrum in its original and various editions to help it upon themselves in all kinds of ways which included games. Unlike today where hardware was ready, a console and a few games thrown in, retailers seemed to go to more trouble in the early days. Two examples I have are Addressol by Imagine and Project Future by Micromaniac which were roadmaps to Caves and how what I can tell were sold with Spectrums at the time (both are very things looking with simplified single colour packaging and bare minimum instructions).

But how to do we take the variation factor? Well if you are as much a collector as myself you'll be looking more closely than what I have taken about exactly Cassette label seems to change for the same game, and although it doesn't seem to happen that



much I have two different examples which strangely enough are Donkey Kong games by Games for the Spectrum. The first is just long one has a white label and the other has a green one. The second is Donkey Kong, both labels are identical apart from the fact that one tape is titled Spectrum 48K/64K and the other Spectrum +2. Another slight difference I have noticed is on the label for Hovers Bowers by Games for the C64.

I am quite a big Jeff Minter fan and have most of his games in my collection so I know that most of his C64 games have it double printed on the spine the one for Hovers Bowers being UL21000. Yet I also have a version with no code on it, strange.



Spotting variations in coding isn't slightly more difficult. To give I have only spotted two. The first is that you stated is title by Minter for the Spectrums. I currently have two versions of this game both are in the standard format (the usual box packaging yet one comes with a standard format and one doesn't). The one without loads and runs perfectly well without it and the one with it has the trouble coding built in. I could be very interested in finding out which comes first. Was the trouble introduced to stop the existing printing of this one or was it withdrawn because of it's impracticality and cost? Another unusual variation I have is the standard first time game of all time? by Minter for the C64. I required a tape to figure out what it is which seems odd as the Competition Edition once it has finished and the tape is over, there is no sign of the tape on the original. Does anyone know where this came from? Was it a special edition released on a magazine cover tape as a competition version? I'm sure you all remember the Games Spectra outages for the Spectrum but how many games actually took advantage of it? The only one I have is Steve Davis Snooker by GOS Micro Systems, which has a small sticker on the cover promoting the fact its compatible with the C64. Yet I also have a version which doesn't have the coding for the speech unit built in. Both were released in 1984 and the other difference between them is colored cardboard inserts. The last variation I suppose doesn't really count but its interesting to see that Software Projects decided to put a much larger anti-pirate code system for the C64 version of Jet Set Willy in comparison to the Spectrum version.

So there's about it so far as this whole is concerned. I hope you enjoyed reading this and I hope what a great ending quest collecting variations is. Just when you think a collection is becoming complete variations start turning up. If you do come across any interesting or unusual variations then please let the rest of the Retrogames community know.



VECTREX CRAZY '97

PART ONE

Just when you thought it was safe to go back to the water, Vectrex Crazy returns with reviews of all the latest Vectrex titles. All your Vectrex fans will be pleased to hear that this is the first in a three-part series, which also offers reviews for new games, with also a special yet more unknown facts about the independent king of retro machines.

PATRIOTS

The Vectrex back catalogue is something of a wonder. Official arcade licenses, blatant copies of arcade games, and a handful of original titles thrown in for good measure. *Electronic*, *Scorcher*, *Asteroids*, *Pac Man*, to name but a few, it is little wonder that the machine is so popular with collectors, as the games often offer the most playable version of the original arcade machine on any home format. Despite the stunning software range, there are a few gaps. One was the lack of a Space Invaders game, which was filled nicely with *Vectrex Invaders* in 1995. *Patriots* fills in another important gap, *Missile Command*.

If there are any readers unaware of the game (possible?), the Vectrex version places two missile launchers in the bottom two corners of the screen. In between there is a line of six bases which you must protect. Missiles come in from the top of the screen, represented by a bright point and leaving a faint trail behind it. Each of your launchers has a set amount of ammo at the beginning of each level, and each fire with separate corresponding joystick buttons. You must guide a cross-hair with the joystick and try to pre-empt the position of the incoming missiles. Press fire to shoot from the nearest launcher, and when your missile reaches its destination, a large ball of fire destroys any enemy missiles in the vicinity. The further into the level, the faster the enemy missiles, the higher the level, the more missiles are dropped as you. Strategy is often required to survive missiles in each gun, and it is important to retain a high level of accuracy. In addition to all this, enemy space ships come down during levels, dropping more missiles from lower levels. It is also possible to have one of your launchers destroyed, making it very difficult (but possible) to continue.

So, that's what you do, but what's it like? Fans of the game will find this one of the best available. Chattering pace, frantic action, even the sound effects feel back to the arcade original. There is no doubt that if this had been in the original MS line-up, it would have been one of the games to buy the system for. More than just a gap filler, one of the greatest Vectrex games available.

PATRIOTS	
Gameplay:	94%
Originality:	88%
Packaging:	10%
Refactor:	93%
OVERALL:	80%



One base gone, it's getting hot!



Missile coming from every direction. Not legal fury!



SPIKE'S WATER BALLOONS

So the Spectrum has Willy, Coleco has the Smurfs and Alan has Pac Man, the poor old Vectrex got lumbered with Spike. Yes, the character with a nose like Midge Bishop on steroids is in just Spike's water balloons are included on the five game. ALL GOOD THINGS pack. The problem is, Spike's not all good.

This game is very, and I mean very, simple. You are placed at the bottom of the screen, and once again here to rescue your girlfriend. To do this you must catch a load of water balloons being thrown down the screen at you by a nasty monster. To begin with the balloons are thrown in a line forming a parabola making it easy to catch them one after another. However, as the levels progress things get more difficult, and you have

to run from one side of the screen to the other, often in some almost impossible attempts to catch the incoming balloons. If things get too tricky, you can put your hands in the air and bounce off balloons from the side, but this simply flings them back to the top of the screen and makes it even harder when they come back down. If you miss any balloons then you have to start the level again, and there is an annoying pause while the level resets itself. Now if you thought I was going to carry on and tell you more about the game, you're wrong, that is it. Admittedly there wasn't much to do in the original spike game, but this pseudo sequel does little to push Spike closer to being the Vectrex hero we all want him to be.

The game is actually a smooth and the graphics are detailed, and thanks to the fast speed on later levels there is a degree of challenge. Overall, a very simple game, more like a Game & Watch than a Vectrex classic.

SPIKE'S BALLOONS	
Gameplay:	86%
Originality:	12%
Packaging:	16%
Refactor:	62%
OVERALL:	32%

WHERE DO THEY COME FROM?

Vectrex fans across the world owe a great deal to legendary games engineer, John Woodruff. John's first creation, *Vectrex Invaders*, rocked the retro scene, the success of a new Vectrex line not only did much to aid the machine's cause in popularity, but also filled in a vital omission in the Vectrex library. Rising on this success, John went on to create the phenomenal *Patriots*, and in the same year completed *All Good Things*. This four game compilation includes *Vectris*, a series of Tetris which we will review next issue.

John has now left the Vectrex and turned on to current mainline games, this time onto the Commodore, it is not certain whether John will return to the Vectrex, or whether anyone else will start writing software for the machine, one thing is for sure, we should all be very thankful for the six new games for two years on.

Two new titles are available on the latest version of *Seven Billy's* multi-cart, which includes every other Vectrex title released.

VECTREX

Jeff Pridemore makes a Vectrex interface, allowing connection with your PC. Games can then be loaded on the PC and downloaded into a disk cartridge, and run on the machine. New versions of the system are being worked on at the moment, so I should be long will see get a range of new Vectrex titles.

FUTURE BOY

There are two things I get more calls about than any other: first is PC Engines, which we have quite a few, and second is the Virtual Boy, not even a video machine yet! It is a bit different in the US and Japan, the VB now (also called with the Japanese, 3D) and 3D. A new breed of video machines, and with a few games to die for.

SPACE INVADERS (revisited in Japan only)

While we are all used to finding Space Invaders games on video machines, the game makes a surprising addition to the VB's otherwise "video-free" software catalogue.

Now if you're hoping for a no-hills version of the Taito original, you are in luck, and if you are after a super new 3D version you are in luck too. This game features in effect, two games. Standard 2D versions of Space Invaders and Space Invaders 2, complete with original sound effects, and identical gameplay. Meanwhile, Virtual Space Invaders and Virtual Space Invaders 2 offer fantastic 3D backdrops and an altered angle at play. The enemy is laid out in a similar way to a typical 2D shoot 'em up game, invaders moving towards you as well as down the screen. Those flying saucers fly across the screen, and then fly towards you in a sweeping 3D motion. The stereo sound also helps in guiding the ships movement.

To add an extra element to the classic gameplay, there are two new modes, score attack and time attack, where you play to achieve set targets in strict time limits.

An original Space Invaders game, complete with different scoring modes, 3D enhanced versions, written by the arcade manufacturers and remaining faithful to the original, what could possibly be wrong? In a word, the score board. The whole point of Space Invaders in the arcade was to beat the top score, and that is exactly how you feel playing the VB version. The scores already on the table are high, and it takes dedicated hours to reach the top. Once you manage it, you'll have wasted your time. Just like so many classic retro games, there is no score save. Turn it off and your high scoring efforts are forgotten. This is surprising considering not only the nature of the game, but the vast majority of VB calls which are battery backed.

Despite this flaw, this is the best version of Space Invaders available on any machine, in my view even better than the arcade original (not that I wouldn't love one) and a vital reason to get a Virtual Boy ASAP.

SPACE INVADERS	
Gameplay:	85%
Originality:	54%
Packaging:	79%
Refactor:	52%
OVERALL:	55%

WARIO LAND

Most computer related publications have noted the Virtual Boy's lack of success with a lack of quality Nintendo software, the blame being put on the company concentrating its efforts on the N64.

There is a complete load of rubbish. Sure, early Nintendo sourced games like Mario Tennis offered little out of the ordinary and did little to push the VB in the new direction everyone expected. That is not to say that Nintendo was not going to put the rest straight.

Wario Land demonstrates what Nintendo do best, platform games. Be it NES, SNES or N64, it is the genre that sells. Nintendo's machines. Wario Land continues the exploits of the Gameboy's Wario character, which I have always thought an incredibly unoriginal Mario relative. Who's next, Lasso-Bot Land? None the less, Wario Land offers typical Mario style platform action, though with far larger and more detailed characters than on the SNES or Gameboy.

The VB offers a brilliant opportunity for game programmers to show off, and Wario Land features a fantastic introduction sequence, complete with 3D special effects.

The VB element also comes into play during the game itself. Instead of simply jumping and running along in a straight line, you can change lanes by jumping into the foreground, or into the background. The high resolution means that Wario moves detailed despite being in the distance. The levels are creative in typical Nintendo fashion. Loads of secret levels and bonus areas, also lots of interesting weapons, mainly taking the form of different style hats, each giving you different magic powers. After finishing a level, you can save your position, choose to play the game's bonus games, or move on. After completing several stages you are faced with a boss level: these off as rather repeating an enemy head on in a sort of Space Harrier perspective.

As not only graphics which impress, the sound is also excellent, with lots of stereo effects. The game is also very long, giving you hours of play, though I have only got to level 7. Overall, an excellent Nintendo classic. If this game had been in the virtual VB era, the machine may well of still been in the shops today.

WARIO LAND	
Gameplay:	91%
Originality:	83%
Packaging:	79%
Refactor:	84%
OVERALL:	85%





CHAMPIONSHIP SPRINT

Super Sprint was always one of my favourite arcade machines. I was fond of a unit fitting success machine. The only way to make those corners was to spin the steering wheel, then grab it at the precise moment when your car was facing the right way. Its sequel, *Championship Sprint*, was not very common, but featured better power-ups, and new tracks. The C64 conversion by Electric Dreams, lacks the essential steering wheel, and therefore plays quite a different game. As a multi-player racing game it seems dated, and as an arcade conversion the lack of colour

and unresponsive controls leaves the game feeling far from related to its parent. One interesting addition is a track designer, which I remember being very excited about when the game was originally released. These days I have not got the effort to create my own track, and the feature is seldom only highlights the lack of any really good tracks in the game.

Overall, a game distinctive only as a bench mark of how quickly some games age.

CHAMP SPRINT

Gameplay:	76%
Originality:	52%
Packaging:	41%
Refractor:	42%
OVERALL:	58%

ZAXXON

Zaxxon was absolutely massive in the arcades when released, one of Segas earliest major successes, and converted to many machines, from Atari 800 and 2600, to C64 and based games, not forgetting the many Spectrum, Disc and Dragon copies (anyone for a game of Zaxxon?).

The C64 version was programmed by American Synsoft and released in the UK by US Gold. For anyone who doesn't know, Zaxxon is an isometric 3D shoot 'em up, similar in style to *Scramble*, but played from the angle you have another dimension of freedom to dodge oncoming enemies.

Synsoft's conversion is quite early, written in 1984, and unfortunately it shows. Even the arcade machines isn't particularly speedy, but the C64 version chugs along at a snail's pace, often leaving it unplayable. The graphics are colourful, and relatively accurate to the original, and sound is also adequate. As quite often with old games, it comes down to speed, and thanks to poor programming, C64 Zaxxon looks terrible in comparison to the excellent Commodore version.

Those of you desperate for a decent version of the game should wait for an official Saturn re-release, which is tentatively named *Zaxxon*. Till then, keep on chugging!



ZAXXON

Gameplay:	28%
Originality:	21%
Packaging:	58%
Refractor:	77%
OVERALL:	42%

SPECVIEW

KOSMIC KANGA

You've got Kanger on the Atari VC-8, Rager in Taiten 2 and Kosmic Kanga on the Spectrum. How many Kanga-soo games could you want?

This relatively new game is one of only two hits by UK software house Micro-Marco (the other being *Project Falcon*). Despite its platform game styling, and cute characters, the game is in fact a shoot 'em up. You bounce along the scrolling floor, jumping on buildings, cars, and people, while shooting on coming planes and helicopters. The idea of the game is to reach the end of all of the levels to find your spaceship and fly home.

Released in 1984, the graphics were big bold and colourful and quite ahead of their time. Extra points are awarded for collecting items on clouds, though when playing, you concentrate more on reaching the end of the level than on your score. Instead of the usual missiles or bullets, you fire spawning boxing gloves, which luckily are big enough to take out an aeroplane. Overall the game offers quite a good challenge, deserving a try at first. Oh, so it's a surprise.

KOSMIC KANGA

Gameplay:	71%
Originality:	44%
Packaging:	62%
Refractor:	77%
OVERALL:	63%

FAT WORM BLOWS A SPARKY

I have had a half written article on *Fat Worm* since around issue two, and still haven't finished it. I thought they have been ignored too long, enter one of the greatest failed games in the history of gaming, *PYMBAS*. Finally, and most important, is the game's final tag line on the back of the box, 'This game is live, *Well Cruel Man?*', now you can't just let that lie!

Fat Worm, despite its title, is a revolutionary game. I am going to stick my neck out and say that this was the first ever tag down 3D game. Released in 1985, the game uses 3D sprites to produce a detailed 3D area. When you move around, the graphics move with you, giving a 3D effect similar to that found in the new PlayStation game, *Mega Blaster*. V3. In the game you play the part of a worm, and the game area is actually the inside of a spectrum. You navigate crucial components like the CPU and Data bus, blasting bugs and searching for the infamous Spectrum Disk Drive as that you can clone yourself, and finally de-bug the system.

When released, this game was so revolutionary that it won converts everywhere. Despite this, the game's theme and content meant it sold very few copies. Today the game seems very slow, and rather ponderous. That is not to say that it is not an important title to add to your collection, it is just eat, *Well Cruel Man?*



FAT WORM

Gameplay:	42%
Originality:	92%
Packaging:	88%
Refractor:	87%
OVERALL:	83%

THE WORLDS FIRST FANZINE DEDICATED TO COLLECTORS OF CLASSIC GAMES SYSTEMS

ACETRONIC: AQUARIUS: ATARI 2600/5200/7800/MSX/PC
APPLE 2: BBC: COLECOVISION: COMMODORE 64/MSXVC 20
DRAGON 3264: ELECTRON: EINSTEIN: INTELLIVISION
JUPITER ACE: MASTERSYSTEM: MEMOTECH: MSX: NES
ORIC MATROS: SINCLAIR QL: SPECTRUM: TEXAS INSTR
HANDHELD: VICETREX: ZX801: TV GAMES: VIDEOFAC

IF THEY DON'T MAKE IT - WE STOCK IT

So, what is hot for collectors this month? Well, I must say that I am staggered by the amount of Atari 2600 software being traded and bought. It highlights a possible change in UK collecting habits, as a change in the kind of readers Retrogames is getting. Back at the beginning, when issues one didn't even list the actual stock, it was Spectrum games that sold like hot cakes, also, many Vectrex machines were sold and even with them were sold many Vectrex cartridges. By issue four, the situation had changed, C64 became the key collectible format and I had officially getting enough stock to match the demand. Almost a year later and things have changed again, C64 sales are slowing down, and this month sees the largest ever selection. The new hot format is Amx, which has ruled the US collecting scene for many years. In some ways I find this rather sad, I have never made any secret of being proud of UK games, and the format they were released on. Maybe it is too early to predict the state of the UK market at this stage, you never know, in a couple of months time 2600 games might be all the rage.

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RETROGAMES BACK ISSUES @ £2.50 PER ISSUE

RETROGAMES ISSUE 1

Where is the Game Industry? Where Have Games? Not included but features on both of these as well as a full feature on games on the Market and Collectors review, and includes the high machine full of facts and bits more.

RETROGAMES ISSUE 2

Another issue look at handhelds brings a three page feature on the world of Nintendo Game & Watch, as well as Pak's early analogue machines. The last great article on computer music. Covered C64 heaven and all the available software and reviews.

RETROGAMES ISSUE 3

The Amstruc, Paddle and Penelope consoles make these Retrogames debut and we take you for a virtual look at the Mated Intellivision, then ending in a three page feature on the cute new Vectrex 3D hardware and software. Handheld features look at the official Pac Man and Game Friends Club - all retro games.

RETROGAMES ISSUE 4

Features include: MSX 200 of the eighties, a look at state of the best games on the Vectrex, an in-depth look at classic software house Activision, as well as all the usual news, reissues, reviews, and our one-and-only letters page.

RETROGAMES ISSUE 5

The Amstruc, Paddle and Penelope consoles make these Retrogames debut and we take you for a virtual look at the Mated Intellivision, then ending in a three page feature on the cute new Vectrex 3D hardware and software. Handheld features look at the official Pac Man and Game Friends Club - all retro games.

RETROGAMES ISSUE 6

Our first look at the Commodore systems, and some classic classics. There is a double looking of C64 Heaven and our usual look at classic hardware. We also take a look at the 1st year and some future releases like the Super Nintendo and Nintendo Virtual Boy. Spectrum and Amstruc complete the review.

RETROGAMES ISSUE 7

Our biggest ever issue, for part of double feature. Super Nintendo including the handheld NES and Nintendo Keyboard. Three page article on Intellivision games. Full feature on the huge Retrogames Exhibition. First great US issue from the creator of the mainstream MSX/MSX2 Lyrinx series and all the regular.

RETROGAMES ISSUE 8

Our first look at the Commodore systems, and some classic classics. There is a double looking of C64 Heaven and our usual look at classic hardware. We also take a look at the 1st year and some future releases like the Super Nintendo and Nintendo Virtual Boy. Spectrum and Amstruc complete the review.

RETROGAMES ISSUE 9

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RETROGAMES ISSUE 10

Our first look at the Commodore systems, and some classic classics. There is a double looking of C64 Heaven and our usual look at classic hardware. We also take a look at the 1st year and some future releases like the Super Nintendo and Nintendo Virtual Boy. Spectrum and Amstruc complete the review.

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Our first look at the Commodore systems, and some classic classics. There is a double looking of C64 Heaven and our usual look at classic hardware. We also take a look at the 1st year and some future releases like the Super Nintendo and Nintendo Virtual Boy. Spectrum and Amstruc complete the review.

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Our first look at the Commodore systems, and some classic classics. There is a double looking of C64 Heaven and our usual look at classic hardware. We also take a look at the 1st year and some future releases like the Super Nintendo and Nintendo Virtual Boy. Spectrum and Amstruc complete the review.

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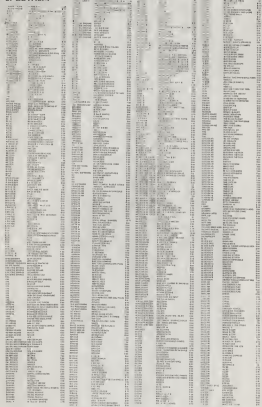
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